Weather Phase

1. Roll one die to determine this turn's weather (except GT 1).
2. If the weather is "Storm," move all Naval units to the At-Sea Box (if friendly) or a friendly port of their Sea Zone. [4.1]

Supply Phase [13.0 – Optional]

1. Remove Out of Supply markers from units that are no longer out of supply.
2. Check for unsupplied units. Place an Out of Supply marker on any unit that is unsupplied.

Initiative/Air/Naval Phase

1. Determine if either player has the Initiative for the game turn or whether it is a "Contested" Game Turn. Both players move their respective "VPs This Turn" markers to zero.
2. Each player rolls on the Standard Game Air Point Chart and records the Air Points received this turn, modifying for weather if necessary. [6.1 and Standard Game Air Points Chart]
3. Set Air Superiority Level based on Air Point differential. [6.4]
4. During non-Storm turns, roll for Sea Control. [7.2]
   a. Roll for Inshore boxes.
   b. Roll for At Sea boxes.
5. Both sides roll for Mine Clearance [7.5.2] (not on GT 1)

If neither player holds the Initiative (i.e., it is a "Contested" turn), skip directly to the Basic Movement and Combat Phase.

Initiative Movement and Combat Phase
(Initiative Turn Only)

1. **Initiative Movement Segment:** The Initiative player moves any/all of his combat units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
2. **Initiative Combat Segment:** The Initiative player declares and resolves all Combat (one combat at a time). [9.0]
   a. Declare Attacks (one at a time) [9.2.1]
   b. Compute Initial Odds [9.2.2]
   c. Determine Column shifts [9.2.3]
   d. Both sides allocate Attack Helicopters, Air Points, and Naval units to Combat Support Missions (attacker first) [9.2.4]
   e. Resolve all Air Defense Fire [9.2.5]
   f. Determine DRMs [9.2.3]
   g. Roll die and resolve combat [9.2.6]
   h. Allocate Losses [9.2.7]
   i. Retreat and advance units [9.2.8]
3. **Elite Reaction Movement Segment:** The non-Initiative player performs Elite Reaction. All 6, 7, and 8 efficiency units not in an enemy ZOC can move. Unlike all other movement segments, air, airborne, airmobile, and sea movement and transport are not allowed. [8.5, with limitations]*
4. **Exploitation Movement Segment:** The Initiative player performs Exploitation Movement. Any units not in an enemy ZOC may move up to their full movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]

5. **Exploitation Combat Segment:** The Initiative player performs Exploitation Combat. Any units (whether they moved or not) may perform Combat (at a two column shift left penalty on the CRT). [9.0]
6. **Reaction Movement Segment:** The non-Initiative player may move any/all of his units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
7. **Reaction Combat Segment:** The non-Initiative player performs Combat. [9.0]

Basic Movement and Combat Phase

1. **First Movement Segment:** The Initiative/First Player moves any/all of his combat units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
2. **First Combat Segment:** The Initiative/First Player declares and resolves all combat. [9.0]
3. **Second Movement Segment:** The non-Initiative/Second Player moves any/all of his combat units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
4. **Second Combat Segment:** The non-Initiative/Second Player declares and resolves all combat. [9.0]

Reorganization Phase

1. Rotate all helicopters and artillery to reflect "no missions used." [6.5.2]
2. Remove Air Points marker from Game Information Display.
3. Reset Airmobile Points. [8.5.4.2]
4. Remove Tunnel Markers. [NWK]
5. Conduct Clearing Operations. [8.4.1]
6. Determine hex control changes.

Reinforcement and Replacement Phase

1. Both sides place reinforcements in accordance with the Scenario's Reinforcement Schedule. [10.0]
2. Both players may use replacement points to replace or reconstitute units. Units in enemy ZOCs cannot receive replacements. [11.0]
3. Adjust Submarine Threat and ASW Levels. [7.4.3]

Victory Determination Phase

1. Add each players "VPs This Turn" to their "VPs" to reflect their total VP accumulations in the game. Move the "VPs" markers to reflect the new totals. (Don't reset the "VPs This Turn" markers until the Initiative/Air/Naval Phase of the following game turn.) [12.1]
2. Determine if either player is allowed to check for Automatic Victory. If this is the last game turn, compare each side's Victory Points to determine a winner. [12.2]

Game Record Phase

Players advance the Game Turn marker and begin the next turn.

* Bridge destruction/repair/construction allowed at end of segment.

Advanced Game Air Defense Resolution

Mission/Move Type	Location/Target		Air Defense Used
Air Strike/Air Unit Combat Support Mission	Inside enemy country or within two hexes of enemy HQ/Installation		Normal ADF Values
	ADF Tracks		
	In or passes over At Sea or Inshore Box with enemy Naval Unit		Naval ADF Values* (DET and SAM only)
	None of the above		Local ADF
Attack Helicopter Strike or Combat Support	All		Local
Airmobile Movement	Inside enemy country or within two hexes of enemy HQ		Local (DET and SAM only)
	If above and also within two hexes of enemy ground unit or Installation		Local AAA (if Detected)
	In friendly country		Mission auto succeeds
Air Transport/Paradrop	In or flies over enemy country, regardless of AS level		Normal Det and SAM Values** [24.3.4 #1]
	Passes over At Sea or Inshore Box with enemy Naval Unit		Naval ADF Value* (DET and SAM only)
	Mission's target hex is in friendly country within two hexes of enemy HQ and…	…mission side has any level AS or Contested	Local ADF
		…non-mission has any level of AS	Normal ADF Values
	Mission's target hex is in friendly or neutral country (not within two hexes of enemy HQ) and…	…mission side has any level AS or Contested	mission auto succeeds
		…non-mission has any level of AS	Normal Detection Values** 24.3.4 #3b
Air and Cruise Missile Naval Strikes** [17.1.4]	Detected Naval Unit…	...in All-Sea hex	Normal ADF values or Naval ADF values
		...in Inshore/At-Sea/ Sea zones	Naval ADF values (D result considered ED)
Aerial Mining** [23.6]	Along enemy coast, adjacent to enemy naval unit, or within two hexes of enemy HQ		Normal ADF
	None of the above		Local ADF
	In or passes over At Sea or Inshore Box with enemy Naval Unit		Naval ADF Values* (DET and SAM only)

* See 17.1.4; NWP GSR 6.5.2. Also Supplement #1 for Naval Umbrella.

** SAMs and/or AAA (as appropriate) only if within two hexes of enemy ground unit or Installation.

Note: Some games provide additional rules for detection such as S-400 and Aegis Ashore. See Game Specific Rules for the game.